Apple Galaxian. By Tony Suzuki. The people who brought you Godzilla, Rodan, Gammera, and Mothra on the movie screen have created a whole new set of monsters for the Apple. Taking a page from American filmmakers, Tony Suzuki of Star-Craft in Japan has written an invaders game with rabid fruits as the adversary, a la *Day of the Triffids* or *Attack of the Killer Tomatoes.*

December of 1980 proved to be a big month for the antivegetarian folk. First, the movie *Popeye* revealed that the title character has always hated spinach, much to the relief of all of us who never wanted to pack cans of the green stuff around to ward off bullies.

Now, the fruit haters can get their revenge by combatting bananas, oranges, and apples.

Nasir's *Star Cruiser* was the logical extension of the original *Super Invaders. Apple Galaxian* holds the same relationship with *Star Cruiser.*

In *Galaxian*, eighteen downright nasty fruits move across the top of the screen in *Invaders* fashion. They also peel off, singly or in bunches, to attack, perfectly willing to sacrifice themselves in the best kamikaze tradition to effect your cannon's death.

Not only are these critters naturally mean, they seem to take it personally if you succeed in gunning down some of their ilk. The better you do, and the higher you score, the more vicious and unpredictable they become.

Nothing yet created for the Apple matches the vindictiveness of a lone orange when your score is above seven thousand and you've killed the other members of its raiding party. Consummate skill is required to do battle with this devil.

One of the more satisfying elements of the program, which is beautifully done in colorful hi-res, is that each time you decimate a raiding party, a win flag is hoisted in the lower right corner of the screen. You will be destroyed eventually, but your accomplishments are duly noted.

The author is a twenty-one-year-old college student who is apparently without honor in his own land. As Gary Carlston of publisher Broderbund tells it, Suzuki was directed toward a career in medicine before he became hooked on programming. He's now switched his major to philosophy and spends his spare time programming for Star-Craft.

Programming, being a fairly recent occupational development, does not rank high as a vocation among tradition-oriented Japanese. Suzuki is looked upon as somewhat of a disappointment even within his own family.

However, Suzuki's programming accomplishment in *Apple Galaxian* merits the highest praise and greatest esteem. Steve Shendelman, general manager of the Data Domain retail outlet in Schaumburg, Illinois, called the program the finest example of Apple hi-res graphics yet and the buy of the past Christmas season.

Technical assets notwithstanding, anyone who hates fruit enough to make them the villains certainly stands in high honor in our household.   ART

Apple Galaxian by Tony Suzuki. Star-Craft, Japan. Published in the United States by Broderbund Software, Eugene, OR. Applesoft ROM, 48K, disk. $24.95.